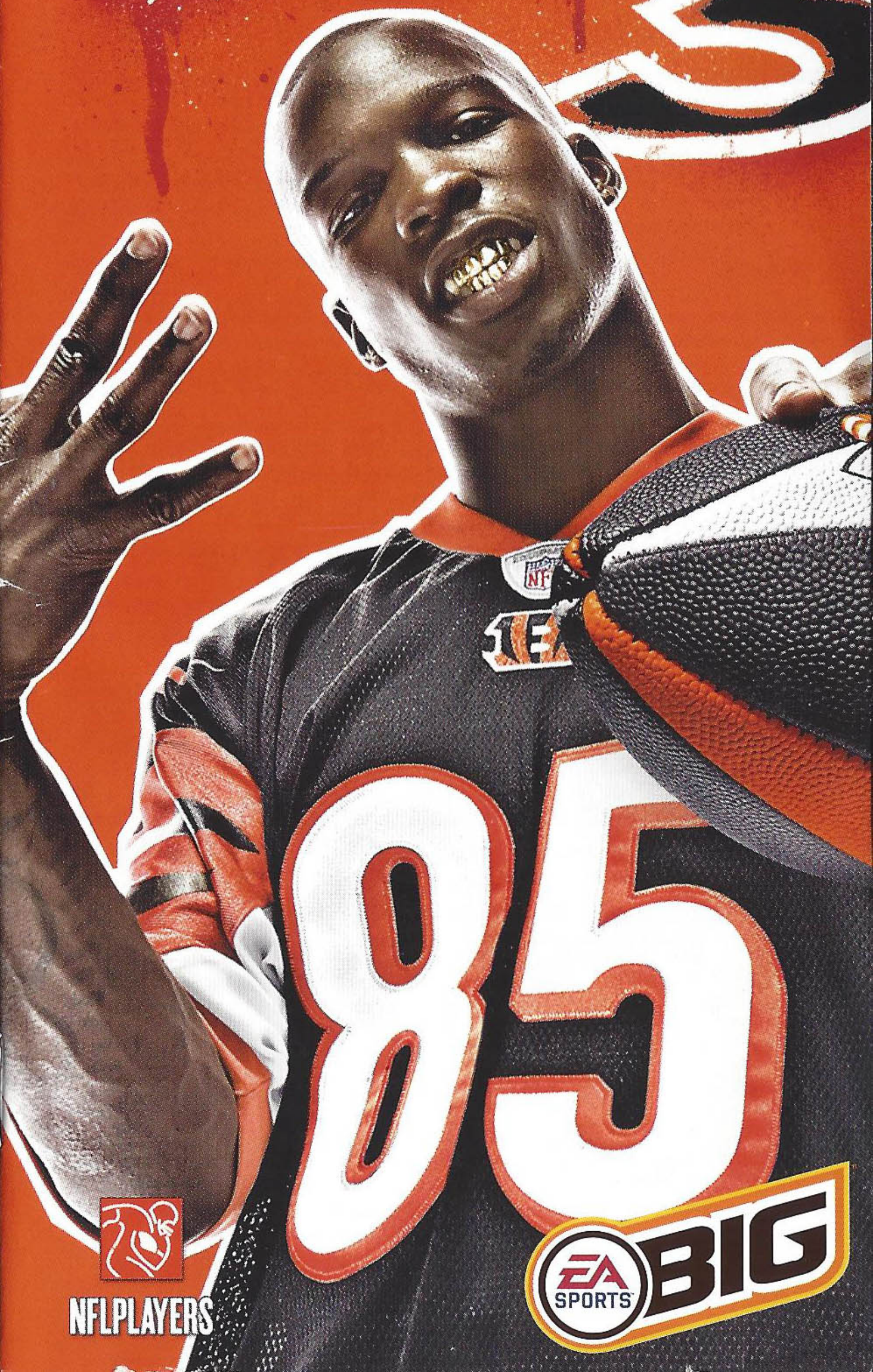


NFL STREET

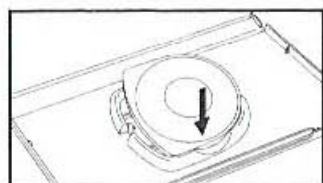


NFLPLAYERS

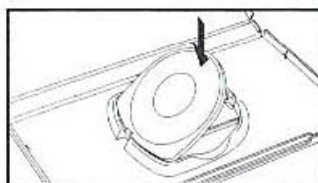


PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

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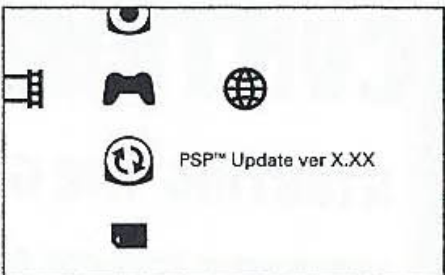
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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

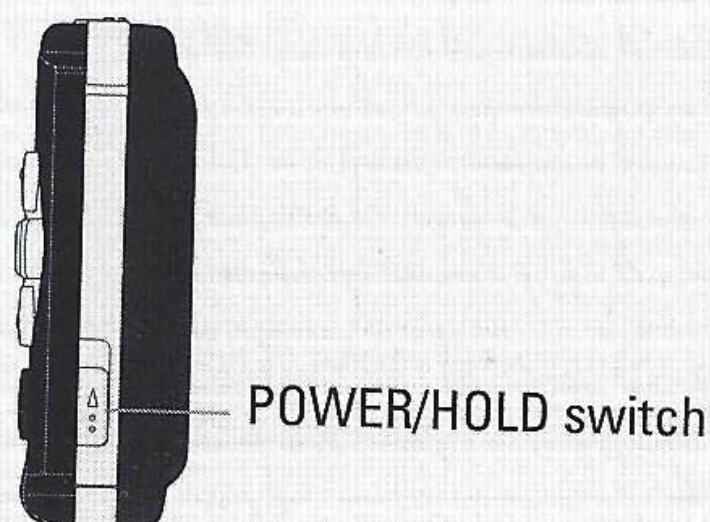
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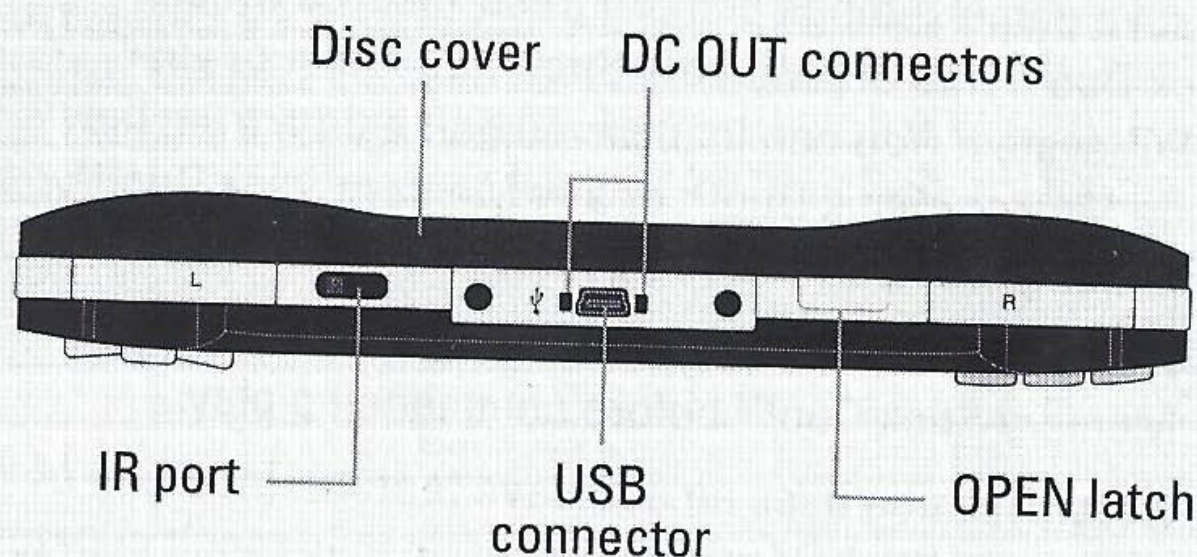
Check out EA™ online at www.easportsbig.co.uk.

STARTING THE GAME

RIGHT SIDE VIEW



TOP VIEW



1. Set up your PSP® (PlayStation®Portable) according to the instructions in the PSP® system Instruction Manual.
2. Turn the PSP® system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *NFL STREET 3* disc with the label facing the rear of the PSP® system and then securely close the disc cover.
4. From the Home Menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a PSP®Game disc while it is playing.

MEMORY STICK DUO™

Warning! Keep the Memory Stick Duo™ out of reach of small children, as the Memory Stick Duo™ could be swallowed by accident.

Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the PSP® Game disc as this may cause data corruption.

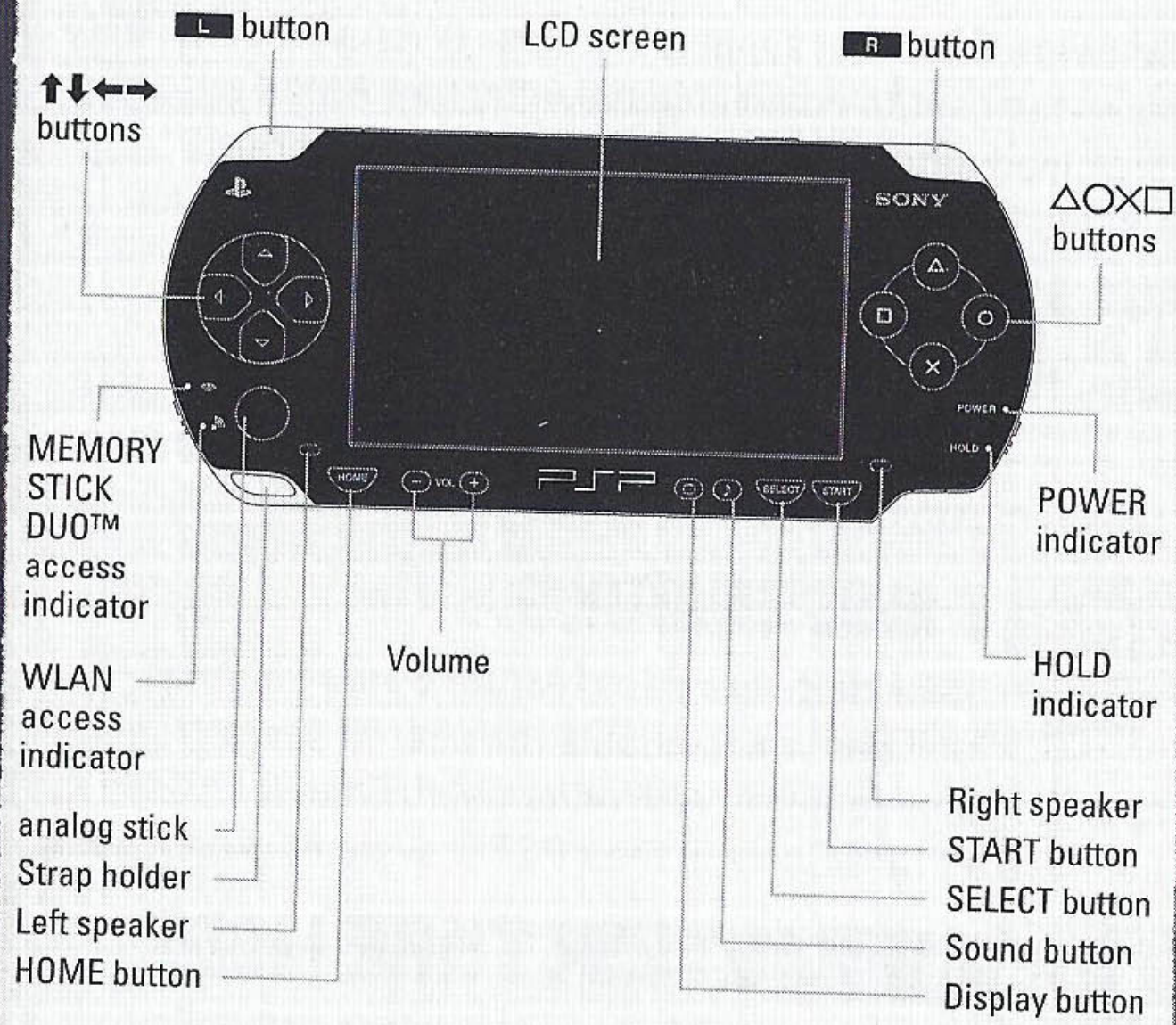
This title uses an autoloading feature on boot up where any data present on the Memory Stick Duo™ will be autoloading.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

Note: Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

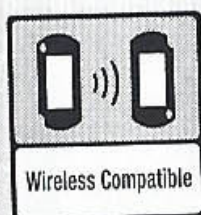
Note: This title uses an autosave feature. Insertion of a Memory Stick Duo™ after boot up may result in data being overwritten.

PSP® SYSTEM



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

BASIC CONTROLS

OFFENSE

Move player	analog stick
Snap ball	× button
Pass ball	□ button/△ button/○ button
Jump/Dive	× button (after snap)
Spin	○ button (hold)
Juke	○ button (tap)
Power move /Stiff arm	□ button

Note: To begin the game (or after a score), press the × button to throw off. Move the analog stick ←/→ to aim before throwing off to your opponent.

DEFENSE

Move player	analog stick
Switch player	○ button
Tackle/Dive	□ button
Jump	× button
Rip/Spin	□ button (when engaged)
Defend pass/Intercept ball	△ button
Power tackle	L button + □ button

ADVANCED CONTROLS

BOTH SIDES OF THE BALL

PRE-SNAP

Call audible (see p. 11)	L button
Coach cam	R button
Cycle through players	○ button/△ button
Pause game	START button

POST-SNAP

Turbo	R button
Style move (see p. 12)	L button
Switch players (all positions)	○ button

OFFENSE

PRE-SNAP

Max protection	L button, then R button
Receiver motion	analog stick/←/→ buttons
Be the Receiver	○ button (see p. 11)

QUARTERBACK WITH BALL/RUNNING WITH BALL

Jump throw	× button then □ button, △ button/○ button
Style throw	L button+□ button, △ button/○ button
Pitch ball	△ button
Turbo	R button
Aerial style (see p. 12)	analog stick+ L button (after jumping off wall or object)

RECEIVER WITHOUT BALL

Jump/Jump in a specific direction	× button/× button + ←/→/↑/↓ buttons
Dive	× button (press near end zone)
Catch	△ button

WALL MOVES

Jump on or off wall/Plant on wall	× button
Wall throw (QB only)	□ button, △ button/○ button
Wall run	←/→/↑/↓ buttons or analog stick ↑
Wall catch	L button+△ button (near wall)
Wall juke	L button+○ button (near wall)

GAME BREAKER MOVES

Pass	Press and hold L button+ R button then press  button,  button/  button
Juke	Press and hold L button+ R button then press  button (tap)
Spin	Press and hold L button+ R button then press  button (hold)
Double jump	Press and hold L button+ R button then press  button (at the apex of your first jump)
Stiff arm	Press and hold L button+ R button then press  button

DEFENSE

PLAY PREDICTION (PRE-SNAP)

Predict pass	R button+  button
Predict run	R button+  button
Predict trick play	R button+  /  buttons

Note: You must first call up the Audible selection screen (**L** button) to predict a play.

GAME BREAKER MOVES

Lock On interception	Press and hold L button+ R button then  button
Lock On tackle	Press and hold L button+ R button then  button

SETTING UP THE GAME

Play *your* game with *your* rules with *NFL STREET 3*.

Assemble a team and dominate the streets—on the ground and in the air—like never before. The best place to begin is with a Quick Game.

User ID

Before you storm the streets, ensure you create a User ID which keeps track of your personal stats and accomplishments. An active User ID saves Street Feats Progress, Stats, Created Team, Respect the Street Progress and Purchased Gear info to your Memory Stick Duo™.

GAME SETTINGS SCREEN

Pick the teams for the upcoming game from the Game Settings screen. From here you can also change the game's Difficulty level, User Assist, Game Type and Location. Once the settings are set, the teams take to the streets.

GAME TYPES

There's more to just scoring the most points on gameday — you can decide how to play your game. Do you have the all-round skills to dominate every aspect of the game? Let's see what you got.

Standard

Street football as you know and love it. The first player to reach the required score wins the game.

Bank

All Style Points recorded by both teams go into a bank until a touchdown is scored. The team that scores collects the points and the bank returns to zero after each score. The game ends when the winning team earns the required amount of points.

Defensive Scoring

Players receive points in non-traditional ways with big plays on defense. The team that scores the required amount of points first, wins.

Play Elimination

Both teams start off with the same amount of offensive plays in the playbook. Run a play with negative results or a play that gains zero yards (such as an incomplete pass) and that play is removed from your playbook. The game ends when the losing team runs out of plays.

Time Attack

Teams have one minute to score points. Score in under a minute and the extra time on the clock is awarded as points. The team with the most points when time expires wins the game.

Yards for Points

Every yard earned is worth one (passing plays) or two points (rushing plays). The first team to reach a pre-determined set amount of total yards wins.

User Assist

When User Assist is set to ON it's easier for you to catch up in the scoring when playing against the CPU. Hopefully you won't need to rely on this helpful feature very often.

PLAYING THE GAME

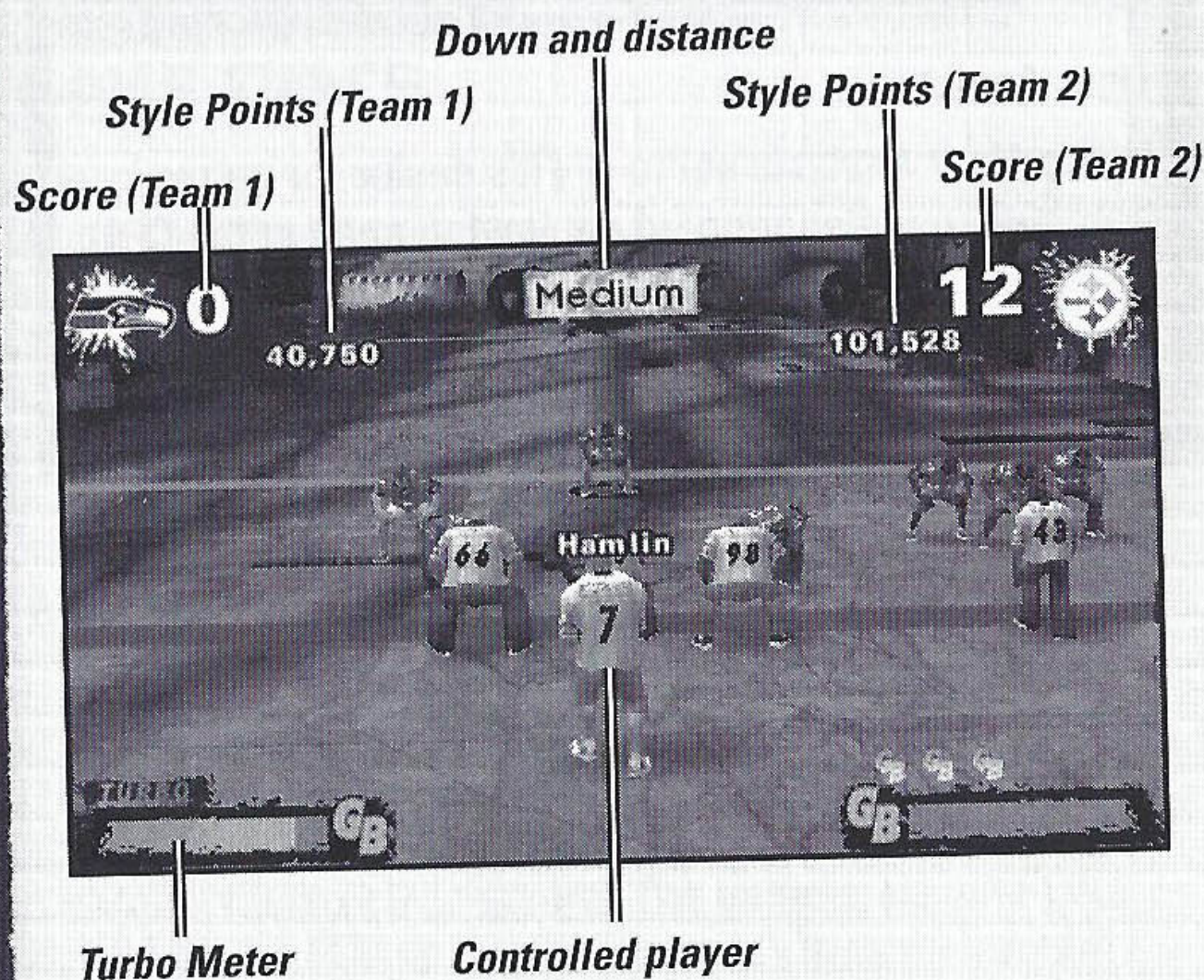
Use an arsenal of super moves to obtain in-game targets and activate bonuses, then choose the game type before each game. Whether you're launching yourself off trash cans or triggering a momentum-swinging Game Breaker, earn respect among the NFL brotherhood and win over the streets.

Tutorials

The quickest way to get your game up to speed is by checking out the interactive tutorials. See what's new, what's hot and what's not. After educating yourself by playing out the action on the field, put your knowledge to the test in one of the many game modes featured in *NFL STREET 3*.

ON THE FIELD

GAME SCREEN



PLAYCALLING

On offense you can pick Run, Pass and Trick plays. On defense, the three options are Stop Run, Short Pass and Long Pass. Each of the play types has multiple pages of plays to choose from to keep the other team guessing.

- Press the  button to flip the play before choosing it.
- Press the  button/ button to scroll the pages.

PLAY PREDICTION

While on defense, try to gain an advantage by guessing your opponent's next move. Will it be a run, pass or trick play? If you guess correctly, you receive an attribute boost to help make it easier to stop your opponent in their tracks. Guess wrong and it's easier for them to gain yards on you.

CALLING AUDIBLES

Keep your opponent guessing by changing the play at the line of scrimmage.

- To call an audible, press the  button at the line before the ball is snapped. Press the directional button in the direction corresponding to the new offensive play or defensive scheme you want to choose.
- On offense, go into Max Protect by pressing the  button to call an audible and then press the  button. Max Protect keeps at least one running back in the backfield to block and then releases him into a pattern on a pass play. This is useful in stopping blitzes.
- On defense, press the  button to call an audible and then press the  button to predict what type of play the offense is going to run. You boost your defensive attributes for the play by correctly predicting what the offense will do. However, if you guess incorrectly, your defensive attributes decrease for the play.

BE THE RECEIVER

- Before the snap, press the  button to switch control to one of your available receivers and then press the  button to snap the ball.

After the snap, try to find a hole in the defense as the receiver and throw to any available receiver, including yourself, by pressing the appropriate button.

WALL MOVES

When you're next to a wall, make the defense grasp – and gasp – for air. Run up the side of a wall to avoid a hit, rise above the defense to make a big catch and earn huge Style Points along the way.

STYLE MOVES/STYLE POINTS

Why not look good when beating down an opponent? So use style moves in the middle of the action to earn some serious Style Points. Not only will Style make you look good, but it gets you closer to triggering Game Breaker. However, style also makes it much easier to lose the ball. Be careful.

AERIAL STYLE

Raise your game to the next level with an Aerial Style move. Aerials can be pulled off while jumping off an object or wall. Simply move the analog stick in any of eight directions while at the apex of a jump (including off an object or wall) to perform an amazing Aerial. All Aerial Style moves earn Style Points and help move your team even further downfield.

GAME BREAKERS

When you earn enough Style Points, you're rewarded with a Game Breaker that you can use whenever it's available. Players can bank up to three Game Breaker tokens which can be used to pull off any of the various Game Breaker moves. Both offense and defense have a variety of moves. Time them correctly and you can counter the other side's Game Breaker move.

SIGNATURE STYLE

Make your fiercest rivals look silly by taunting them with a unique Signature Style move at any point during the game.

GAME MODES

EXHIBITION

There are three types of Exhibition game modes for you to choose from. All three are a bit different from one another. All three are in your face.

Single Game

Play a single game where the only thing that matters is if you win or lose. Results do not carry over to the next game – but the memories of victory do.

Street Event

Test your skills in a number of unique game mode, including Crush the Carrier, Jump Ball Battle, Open Field Showdown, 2 Minute Challenge and 4 on 4.

Pickup Game

Build a team by selecting players from a pool of NFL stars.

NEW RESPECT THE STREET

Earn and maintain respect by dominating games – and your biggest rivals – coast-to-coast. If you have respect on the street, you can decide how to play the next game.

EARNING RESPECT

Before taking the streets, assemble a team of players who will be by your side every step of the way in Respect the Street mode. You can be as creative as you want to be by personalising each player or you can simply use the defaults provided for you. Remember, you do have the option to go back and add points to player attributes at any point during your run. Although your squad starts off outside the limelight, you will soon make a name for yourselves after each victory.

Once you begin to earn respect, you'll unlock more plays for your playbook, other players will want to join your squad and you'll be able to skip games you don't want to play.

THE MAP

From New York to California and Texas to Michigan, the Map is where you'll find your competition. There are a handful of teams waiting for your challenge at each location – some stronger than others – and it's up to you to knock them off one-by-one.

As you will see, you must earn the respect of some teams before they will allow you to challenge them on their turf. So instead of dreaming big, your journey to stardom begins by playing a few amateur teams at various locations across the Map. As you knock off these squads, the higher-calibre teams become available to you. Soon you'll be facing off against amateur teams led by NFL players, games against NFL teams and finally, Chad Johnson's All-Star team.

AFTER A GAME

After defeating some teams you will unlock drills which can help improve your team. Use these to your advantage before moving on to the next game. As you get better, you'll soon have the respect and street cred that you're looking for.

Attributes

Player attributes on both sides of the ball can be improved using Development Points earned in Respect the Street drills. Before each game begins, cash in some of those hard earned points to improve player skills in a number of different areas.

You can also use credits earned through winning games to unlock cool gear from the Store. As you know, sometimes it's just better to look good than to feel good.

Passing

The arm strength of your gunslinger

Speed

How fast a player runs

Blocking

Run- and pass-blocking ability

O-Moves

The ability to use the walls and perform juke, spin and cut moves during receiver routes

Catching

Pass and pitch catching ability

Run Power

Ability to break tackles

Jumping

How high a player jumps

Tackling

Tackling ability and the accuracy of pursuit angles

Coverage

Defensive coverage skills and reaction to the ball on passes, which leads to interceptions

D-Moves

Ability to get through, around and by blockers

MULTIPLAYER MODE

Challenge your friends to head-to-head battle to see who the king of the streets is. Here's where you can earn some serious respect.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two PSP® systems to communicate directly with each other.

MULTIPLAYER LOBBY

Select the Ad Hoc Wireless Mode to access the multiplayer lobby, where you can connect to other players. After connecting, the setup and options are the same as the Exhibition mode. All your favourite Single and Pickup games are available in the Ad Hoc Wireless mode, as well as all the Street Events.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, ensure you save your progress to a Memory Stick Duo™. All unsaved information will be lost otherwise. When Autosave is set to ON, your game files are saved to your Memory Stick Duo™ automatically.

Note: When copying save data from one Memory Stick Duo™ to another the save will be placed into the corresponding slot on the new Memory Stick Duo™ and will overwrite data that is in that slot.

HINTS AND TIPS

- Hold down the Turbo button to jump higher and faster.
- Grab the game modifiers, credit collectibles or footballs to help swing the momentum in your favour, give you credits to buy gear or unlock cool skins for the in-game football.
- Use Power Tackle to increase the chance of a fumble by the ball carrier.

- Some Game Breakers counter others. For example, a Lock-On Tackle may stop that Game Breaker Juke or Spin if you pull it off in time.
- Once you unlock the ability to dole out points in Respect the Street mode, you can use the feature to add bonuses to your respect level and the credits you earn.

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Limited Warranty

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